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(54) **SYSTEM AND METHOD FOR ENCOURAGING VIEWERS TO WATCH TELEVISION PROGRAMS**

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(58) **Field of Search** ..... 725/23, 22, 13, 725/24, 34, 35, 14, 15, 16, 17, 18, 19, 20, 109, 112, 131; 348/180; 705/14

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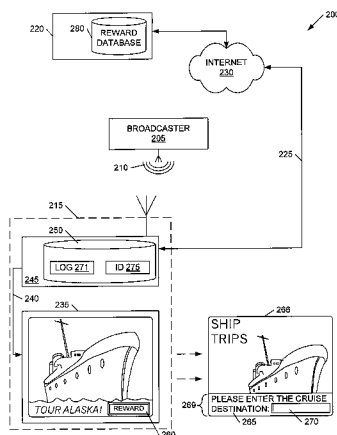
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(57) **ABSTRACT**

Described are methods and apparatus for encouraging viewers to pay attention to television programs, commercials in particular, by offering viewers some incentive to watch. In one embodiment, viewers are notified that they can receive frequent-flier miles for answering one or more simple questions at the conclusion of the commercial. To verify that the viewer paid attention to the commercial, the answer to the question may be based on the content of the commercial. A sponsor might ask, for example, that the viewer identify the name of the sponsor or the color of an announcer's shirt. A correct answer indicates that the viewer watched the commercial, and that the viewer is therefore entitled to some reward. For example, viewers who watch the commercial may be entered in a prize drawing, or may receive prize points, such as frequent-flier miles. In other embodiments, viewers may verify that they watched a given program by selecting an icon or pressing a button on a remote control.

**33 Claims, 4 Drawing Sheets**



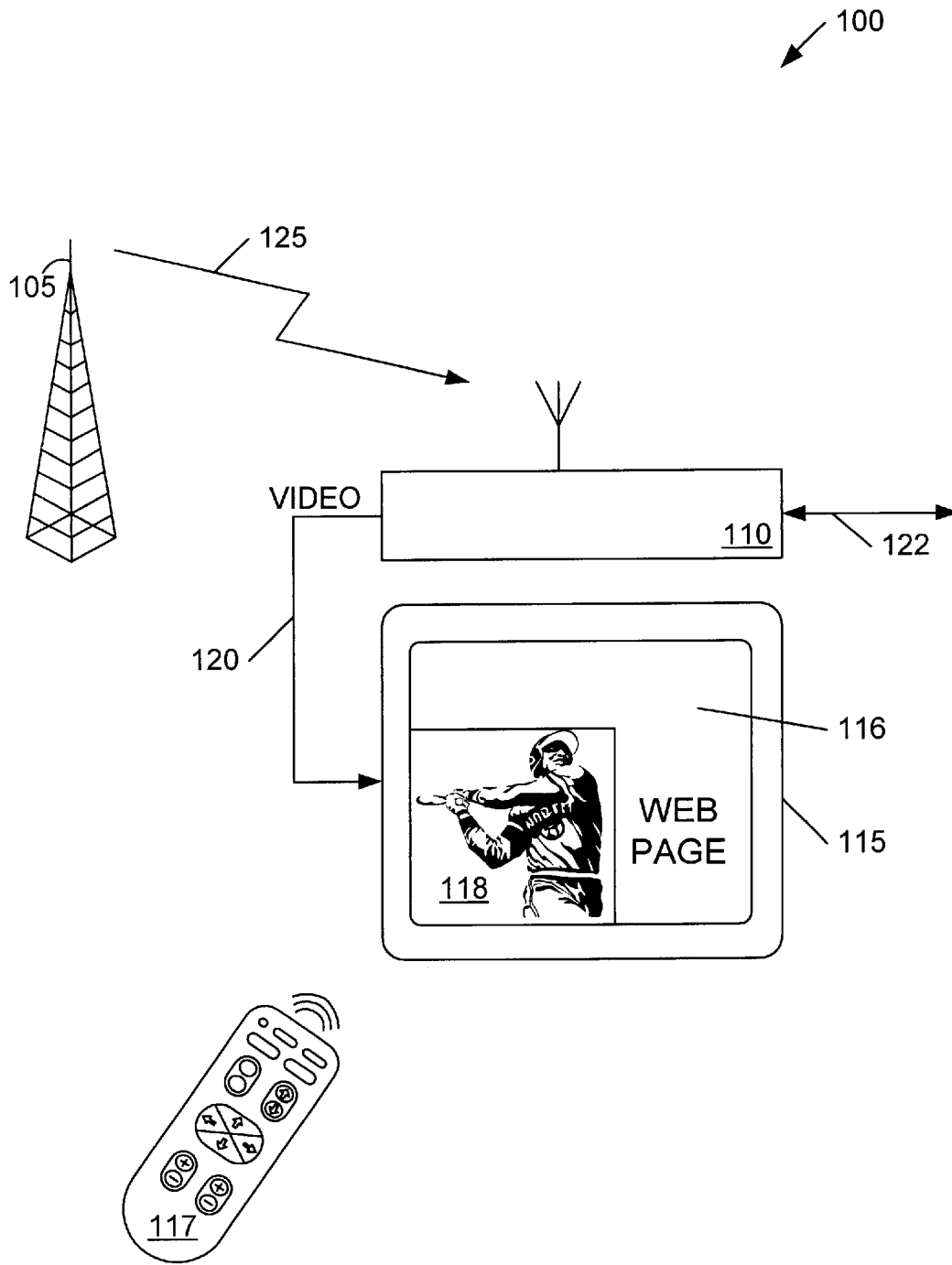


FIG. 1  
(PRIOR ART)

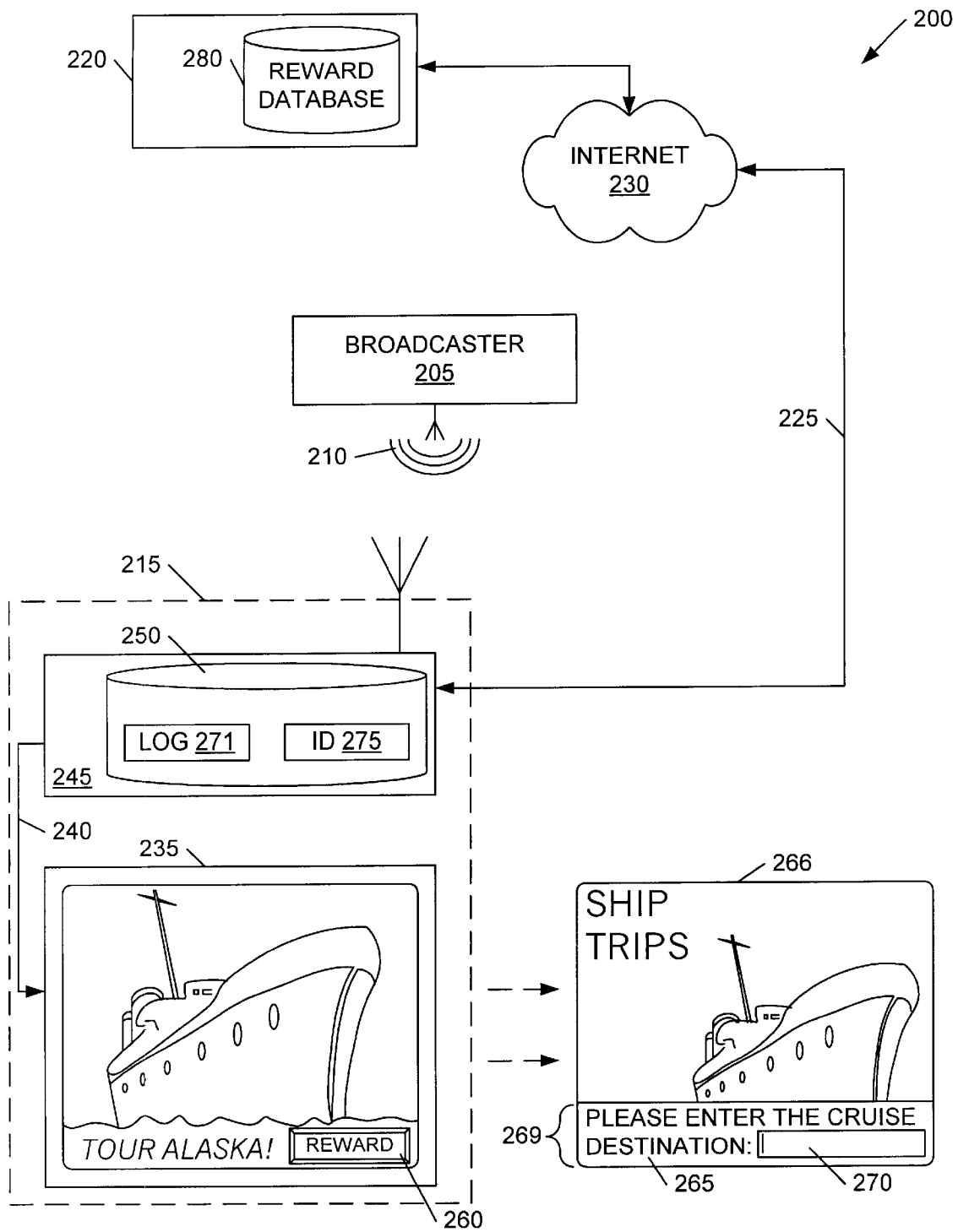


FIG. 2

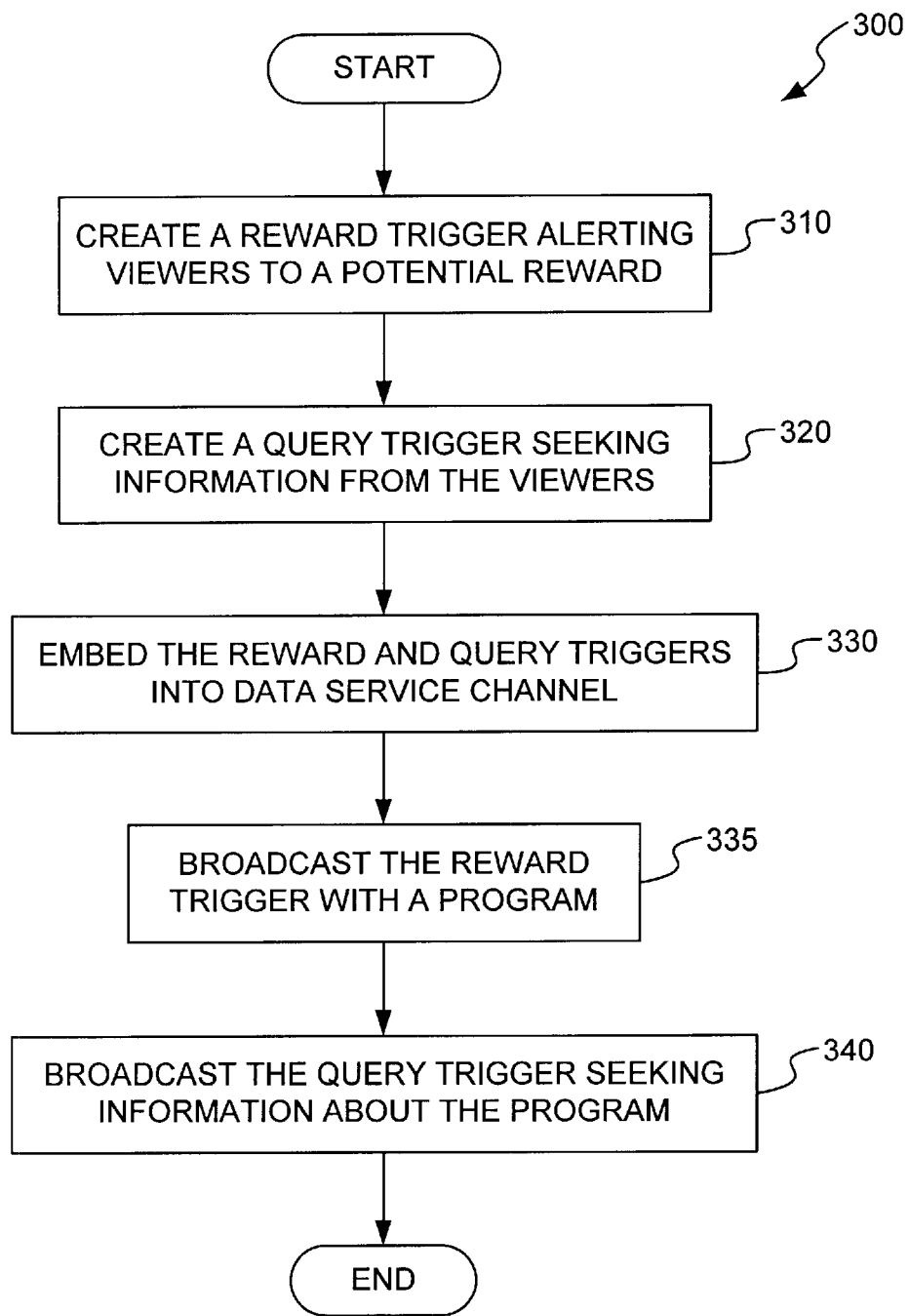


FIG. 3

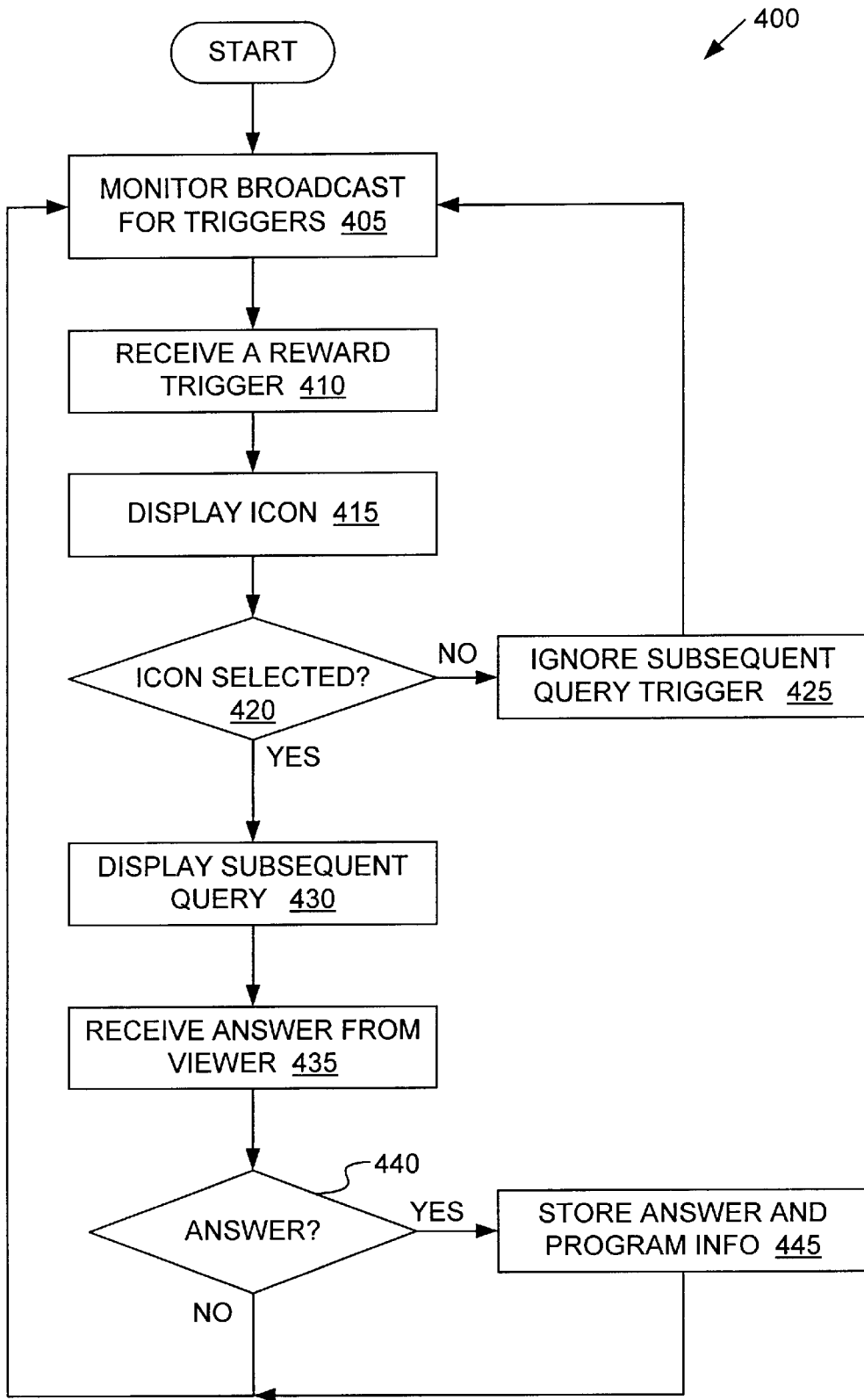


FIG. 4

## SYSTEM AND METHOD FOR ENCOURAGING VIEWERS TO WATCH TELEVISION PROGRAMS

### TECHNICAL FIELD

The invention relates generally to supplementing broadcast television programming with interactive content.

### BACKGROUND OF THE INVENTION

The Internet is a worldwide collection of networks and gateways. The Internet includes a backbone of high-speed communication lines between major nodes, consisting of thousands of commercial, government, educational, and other computer systems. The WorldWide Web (the Web) is a collection of formatted hypertext pages—located on numerous computer systems around the world—that are logically connected by the Internet.

Web browsers provide user interfaces to the Web, allowing individuals to access Internet content from personal computers. Internet terminals, such as those pioneered by WebTV Networks, Inc., have made the Web more accessible by eliminating the need for a personal computer. Instead, Internet terminals, or “set-top boxes,” provide Web access using an ordinary television (TV) set as a display and a remote control or wireless keyboard for user (e.g., viewer) input.

FIG. 1 illustrates a conventional interactive television system **100** that includes a broadcast source **105**, a set-top box **110**, an ordinary analog television set **115**, and a remote control **117**. Set-top box **110** and television set **115** collectively form a receiver, and may be integrated. Television set **115** displays video data, including a graphical user interface **116** and broadcast video **118**, conveyed from set-top box **110** by a video link **120**. Video link **120** is an RF (radio frequency), S-video, composite video, or other video link. Set-top box **110** includes a network connection **122** to the Internet. Connection **122** is typically accomplished using a telephone or cable modem.

Set-top box **110** includes hardware and software for receiving and decoding a broadcast video signal **125**, and for providing video data to television set **115** via video link **120**. Set-top box **110** also includes hardware and software for providing a viewer with graphical user interface **116**, capable of displaying both broadcast video and Web content (e.g., HTML or XML pages). A viewer operates remote control **117** to control set-top box **110** to display broadcast TV, browse the Web, and send or receive e-mail. Viewers may also control set-top box **110** using a keyboard (not shown).

Commercial advertising supports the majority of broadcast television. Such advertising is not as effective as it might be, because viewers often use commercials as an opportunity to break from viewing their televisions or to flip to other channels. Advertisers are understandably troubled by either of these alternatives. To make matters worse, again from the perspective of advertisers, recent advances in recording technology have made it easier for viewers to avoid watching commercials. There is therefore a need for a means of encouraging viewers to watch commercials.

### SUMMARY OF THE INVENTION

The present invention encourages viewers to pay attention to TV programs (e.g., commercials) by offering viewers some incentive to watch. In one embodiment, viewers are

notified that they can receive frequent-flyer miles for answering one or more simple questions at the conclusion of the program. To verify that the viewer paid attention, the answer to the question may be based on the content of the program.

A sponsor of a TV commercial might ask, for example, that the viewer identify the name of the sponsor or the color of an announcer’s shirt. A correct answer indicates that the viewer watched the commercial, and that the viewer is therefore entitled to some reward. Possible rewards include entry into a prize drawing or points, such as frequent-flyer miles, toward a prize. In other embodiments, viewers need not provide a “correct” answer, but may be rewarded for merely participating in the interactive program. Such participation may include selecting an icon with a pointing device, pressing one or more buttons on a remote control, or sending an email message to a location identified in the program.

Other features of the present invention will be apparent from the accompanying drawings and from the detailed description that follows.

### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 (prior art) illustrates a conventional interactive television system **100**.

FIG. 2 illustrates a communication system **200** that enables television sponsors to reward viewers for paying attention to broadcast television commercials and other types of broadcast programs.

FIG. 3 is a flowchart **300** depicting a method employed by a content creator to encourage viewers to watch a program.

FIG. 4 is a flowchart **400** depicting a method performed by a receiver configured in accordance with the invention to respond to reward and query triggers.

### DETAILED DESCRIPTION OF THE INVENTION

FIG. 2 illustrates a communication system **200** that enables television sponsors to reward viewers for paying attention to broadcast television commercials and other types of broadcast programs. System **200** includes a broadcaster **205** broadcasting a video signal **210** to a receiver **215**. Receiver **215** is adapted to communicate with a remote server **220** via a bi-directional network connection **225** and the Internet **230**. Internet **230** is understood to include all required modems, lines, and other components.

Receiver **215** includes a television set **235** connected via a video line **240** to a set-top box **245** similar to set-top box **110** of FIG. 1. Television set **235** and set-top box **245** work together to display Web pages, broadcast television, or both. Web pages are typically downloaded over the Internet **230**, but may also be received from video signal **210** or retrieved from a local memory, such as a disk drive **250** in set-top box **245**. Set-top box **245** stores Web pages locally in each case.

In accordance with the invention, broadcaster **205** notifies viewers of television set **235** that they may be rewarded for paying attention to a current or upcoming program, typically a commercial. Later, viewers are presented a question, the answer to which is based upon the content of the program. Viewers that provide the correct answer are entitled to the reward. The identities of viewers who provide correct answers to the question are therefore forwarded to server **220**, within which is maintained a database of viewers and corresponding earned entitlements.

For illustrative purposes, receiver **215** depicts a broadcast television commercial sponsored by a cruise line and adver-

tising an Alaskan cruise. In accordance with the invention, television set **235** additionally displays a reward notice **260**—in this case an interactive icon—alerting viewers of the possibility of receiving a reward for watching the depicted commercial. In one embodiment, viewers select reward notice **260** to participate in the interactive commercial.

In the example, the sponsoring cruise line is interested having viewers pay attention to the commercial, and is therefore willing to offer some incentive to viewers. For example, viewers who watch the commercial may be entered in a prize drawing, or may receive prize points, such as frequent-flier miles.

The possibility of receiving a reward will entice some viewers to claim rewards without bothering to watch the associated commercial. Thus, in accordance with one embodiment of the invention, viewers must provide some feedback to indicate that they watched the commercial before they are entitled to a reward. In the example of FIG. 2, set-top box **245** presents the viewer with a test question **265** at or near the end to the commercial. The question is based upon the content of the commercial, so viewers who watch the commercial are able to answer the question correctly. In the example depicted as a subsequent video frame **266** of television **235**, a reward query **265** prompts the viewer with a query **269** asking the viewer to enter the previously displayed cruise destination into a form field **270**. Entering the correct answer in field **270** entitles a viewer to the offered reward.

Broadcasters may wish to pose questions for which there are no correct answers. For example, a sponsor may wish to ask survey questions. The invention may be adapted to provide rewards to viewers who answer such questions. Further, some viewers may find filling in blanks too cumbersome; thus, other embodiments employ simpler test methods (e.g., multiple-choice or true/false), or reward viewers for merely participating in interactive programs. Such participation may include selecting an icon with a pointing device or pressing one or more buttons on a remote control. Still other embodiments may demand more information from a viewer, such as by prompting the viewer to send an email message to a location identified in the program, and possibly by requiring the viewer fill out an electronic form.

Returning to the example of FIG. 2, if a viewer answers question **269**, then set-top box **245** notes the identity of the program in which the question appeared, the time the question was posed, a value expressing how much of the program was viewed, and the viewer's answer to the query. Set-top box **245** then stores this information in a local log file **271** on disk drive **250**. In other embodiments, set-top box **245** collects different types of information to identify whether viewers respond to selected programs when prompted.

The contents of log file **271** are eventually pushed to remote information store **220**. In one embodiment, set-top box **245** periodically establishes network connection **225** to accomplish this push. Set-top box **245** includes a unique identifier **275**, which set-top box **245** communicates to remote information store **220** each time a connection is established. In one embodiment, set-top box **245** automatically establishes connection **225** daily to retrieve updated programming information, and set-top box pushes the contents of log file **271** to information store **220** while connected. Information store **220** then uses identifier **275** to associate an earned reward or some other response with the

registered user of set-top box **245**. If set-top box **245** cannot communicate with remote information store **220**, then set-top box **245** retains the information in log file **271** until communication is established or reestablished. Embodiments employing a constant network connection, such as via a cable network, may not require a log file.

Information store **220** includes a reward database **280** that includes a list of viewers and a corresponding list of reward points. In one embodiment, for example, viewers sign up to obtain frequent-flier miles for watching selected commercials. These viewers are listed in database **280**. Earned rewards, such as frequent-flier miles, are then stored in a database field corresponding to the viewer.

The message that includes unique identifier **275** notifies information store **220** that the viewer associated with receiver **215** has answered a query, and may therefore be entitled to a reward. Information store **220** determines, based on the information identifying the program, whether the viewer provided the correct answer. If so, then information store **220** allocates the appropriate reward to the viewer.

In one embodiment, unique identifier **270** is the receiver serial number, and rewards are accumulated by the viewer registered as the owner of set-top box **245**. In another embodiment, unique identifier **275** identifies the viewer, who would have been prompted for his or her identity before set-top box presents interactive advertising.

Reward notice **260** and reward query **275** are conveyed in trigger messages, or “triggers,” broadcast to receivers of broadcast video. Such triggers generally instruct receivers to take a specific action to synchronize the content of a Web page with a broadcast television program. Reward notices and reward queries may be transmitted in the VBI of a broadcast video signal. The text service channels of line **21** of the VBI provide a robust communication medium, albeit at relatively low bandwidth. In some embodiments of the invention, reward notices and reward queries are text based, and their syntax follows a basic format that complies with the Electronic Industries Association EIA-746A, “Transport of Internet Uniform Resource Locator (URL) Information Using Text-2 (T-2) Service” (September 1998). EIA-746A defines the formatting necessary to transmit Internet URLs using the vertical-blanking interval of a broadcast television signal, and is incorporated herein by reference. URLs are a conventional type of universal resource identifier, or “URI,” which is a character string used to identify a resource, such as a file. Other types of URIs include local identifiers (LIDs), and universal resource names (URNs).

In one embodiment that complies with EIA-746A, each trigger conveying a reward notice (i.e., each “reward trigger”) includes a URI that identifies a reward template stored in local memory in set-top box **245**. In the example of FIG. 2, the reward template contains the data required to display and execute the icon of reward notice **260**. Each trigger may include additional parameters, such as variables that define the length and identity of the program. The following is an exemplary reward trigger for use in the embodiment of FIG. 2:

```
<lid://webtv.net/itv/templates/reward.html?len=30&id=alaska21>[n:REWARD][1234]
```

The “lid” field includes a URI that identifies a reward template, and specifies a pair of parameters “len” and “id.” The “len” parameter specifies the length of the program as 30 seconds, a typical length for a TV commercial. The “len” parameter tells set-top box **245** when to stop displaying reward notice **260**. If the trigger were repeated every five seconds, for example, the next reward trigger would have a

length attribute of 25. The “id” parameter includes a value that identifies the television program in question. In this hypothetical case, the string “id=alaska21” suggests that this is the Alaska Cruise ad #21. A name parameter “n” provides viewers with readable text. In the embodiment of FIG. 2, the name parameter is associated with the term “REWARD”; other text or symbols can also be used. The last field is an optional checksum that may be used to detect data corruption that may occur during receipt or transmission of a trigger. Preferably, a two byte hexadecimal checksum is employed such as a checksum that would be produced by the standard TCP/IP checksum algorithm described in Request For Comments (RFC) 791, “Internet Protocol, DARPA Internet Program Protocol Specification,” September 1981, which is incorporated herein by reference.

Each “query trigger” conveying a reward query (e.g., reward query 265) includes a URI that identifies, a query template stored in local memory in set-top box 245. In the example of FIG. 2, the query template contains the data required to display reward query 265. For additional information regarding templates for use with interactive television, see U.S. application Ser. No. 09/345,223 entitled “Methods and Apparatus for Broadcasting Interactive Advertising Using Remote Advertising Templates,” by Blackketter et al., filed Jun. 30, 1999, which is incorporated herein by reference.

Each query trigger may include additional parameters, such as variables that convey the text of the query and that define the duration of the query. The following is an exemplary query trigger for use in the embodiment of FIG. 2:

```
<lid://webtv.net/itv/templates/survey.html?len=20&id=alaska21?>[n:Please enter the cruise destination:][1234]
```

The foregoing trigger might bring up a standard “survey” enhancement that asks the viewer to answer the question presented in the name field “n.” In other embodiments, the query might be used to rate the commercial or seek other types of information from viewers. As with the above-described reward trigger, the last field is a checksum.

Any trigger can be marked with an expiration date. This might be important if, for example, a commercial is rebroadcast after a reward is no longer available. In such a case, the trigger can include an expiration attribute that specifies a time after which set-top box 245 will no longer execute the trigger. For example, the above trigger can be set to expire on Dec. 31, 1999, by adding an expiration attribute as follows:

```
<lid://webtv.net/itv/templates/reward.html?len=30&id=alaska21>[n:REWARD][e:19991231][1234]
```

FIG. 3 is a flowchart 300 depicting a method employed by a content creator (e.g., a program producer, broadcaster, affiliate, cable, company or satellite provider) to encourage viewers to watch a program. The content creator, typically an employee of a sponsor, first creates one or more reward triggers (step 310) using, for example, the syntax described above. The content creator also creates a query trigger seeking information from viewers that, if provided, will indicate that the viewer watched the program (step 320). The content creator then embeds the reward and query triggers into a data service channel of a video recording (step 330). For example, the reward and query triggers might be embedded into a data service channel of a recorded television program.

Because the reward trigger is meant to alert viewer of the subsequent test, the content creator typically embeds the reward trigger in the video program for display at a time before the query trigger. In other embodiments, a single

trigger can be used to both alert viewers of an upcoming test and to administer the test. For example, the reward trigger could include a script that administers the test after a set period following selection of an icon associated with the reward trigger. For a description of how to incorporate scripts in triggers, see application Ser. No. 09/287,985, “Communicating Scripts in a Data Service Channel of a Video Signal,” by Dean Blackketter and Daniel Zigmund, which is incorporated herein by reference.

Having prepared the program, including the triggers, the content creator delivers the program to a broadcaster. The broadcaster then broadcasts the program. Because the reward trigger precedes the query trigger in the program, broadcasting the program causes the reward trigger to be broadcast first (step 335). This typically occurs near the beginning of the program, allowing viewers time to respond. Early notice can be especially important for short programs, such as 15 or 30-second commercials. In one embodiment, reward triggers are sent every five seconds or so, so that viewers tuning in late to the corresponding program with have the opportunity to participate. Finally, after a time sufficient to allow viewers to respond to the reward trigger, the broadcaster broadcasts the query trigger to participating viewers (step 340).

In one embodiment, the broadcast video signal is a National Television Standards Committee (NTSC) video signal including a vertical blanking interval (VBI), and the data service channel is selected from a captioning service channel of a text service channel. The video signal may also be Phase Alternate Lines (PAL), Sequential Couleur Avec Memoire (SECAM), High Definition Television (HDTV), or a digital video signal such as a Digital Video Broadcasting (DVB) signal or an Advanced Television Systems Committee (ATSC) signal. Where the broadcast video signal is NTSC video signal, the triggers can be imbedded into line 21 of the vertical blanking interval (VBI). The protocols for broadcasting data in line 21 of the VBI call for relatively robust, low-speed communication. Higher bandwidth can be obtained using other lines of the VBI.

Reward and query triggers need not be provided to a broadcaster with a program. A content creator may embed one or more triggers into a video signal at each point along the video-signal distribution path. Thus, some markets may reward viewers for watching programs, while other markets may elect not to reward viewers for watching the same programs.

FIG. 4 is a flowchart 400 depicting a method performed by a receiver configured in accordance with the invention to respond to reward and query triggers. The receiver begins by monitoring the broadcast signal for triggers, including reward and query triggers (step 405). Then, upon receipt of a reward trigger (step 410), the receiver displays some icon (step 415), or otherwise notifies viewers of the possibility of receiving a reward for interacting with the program. Incidentally, the term “viewer” is used here for convenience; the invention applies equally where the person receiving information is alerted by sound. Audio alerts are appropriate, for example, for the visually impaired.

The icon offers the viewer the choice of interacting with the program in an attempt to receive some reward. If the viewer does not select the icon (decision 420), then the receiver ignores the subsequent query trigger (step 425) and continues to monitor the broadcast signal. If, on the other hand, the viewer does select the icon (e.g., with a remote control), then the receiver executes the subsequent query trigger to display the associated query (step 430). As explained above in connection with FIG. 2, the query



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prompts the viewer to enter some information verifying that the viewer watched the program. If the viewer enters an answer (decision 440) before some period defined in the query trigger, then receiver 215 receives (step 435) and records the answer and other information relating to the timing and identity of the program (step 445). Later, typically when the receiver connects to receive programming information, the receiver will send this data to remote information store 220 (see FIG. 2). Receiver 220 ignores unanswered reward queries, automatically removing them after a time specified in the query trigger.

In one embodiment, viewers are presented a reward query during or after a selected program without first being notified that they may be rewarded for watching the program. A sufficient number of random reward queries, or a sufficient reward, would encourage viewers to pay attention to commercials in the hope of exploiting the occasional reward query.

In one embodiment, reward database 280 receives and stores statistics of interest to sponsors in evaluating the effectiveness of their advertising. For example, one embodiment records the percentage of the program viewed, as indicated by the time between the viewer selecting reward notice 260 and the end of the commercial. In this embodiment, broadcaster 205 sends a trigger for reward notice 260 every five seconds until sending question 265. Subsequent triggers do not overwrite existing icons, and each trigger includes a time stamp. Thus, the time attribute of the selected reward notice 260 can be used to determine the point at which the viewer tuned into the commercial.

The foregoing broadcast and receive methods are embodied in machine-executable instructions, which can be used to cause a general-purpose or special-purpose processor programmed with the instructions to perform the steps. Alternatively, the steps might be performed by specific hardware components that contain hardwired logic for performing the steps, or by any combination of programmed computer components and dedicated hardware.

While the present invention has been described in connection with specific embodiments, variations of these embodiments will be apparent. For example, the queries could be loaded into receivers in advance of commercials, either via broadcast video or a network connection. Therefore, the spirit and scope of the appended claims should not be limited to the foregoing description.

What is claimed is:

1. In a broadcasting network that includes a broadcast signal source configured to broadcast television programming to one or more television receivers that are configured to display the television programming to one or more viewers, a method for offering reward incentives for the one or more viewers to watch the television programming, the method comprising:

- broadcasting a television program to one or more television viewers via one or more television receivers;
- using a reward notice to alert the one or more viewers of a possibility of receiving a reward for viewing at least a portion of the program, the reward notice being associated with reward notice triggers having time stamps that are repeatedly transmitted with the broadcast of the program and that can be used to determine a time in which the one or more viewers tune into the program and select the reward notice;
- soliciting an email response from the one or more viewers;
- identifying a group of the one or more viewers who viewed the program and that will be rewarded for

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viewing the program, wherein a determination that the one or more viewers in the identified group viewed the program is at least partially based upon whether the one or more viewers submitted the solicited email response; and

providing a reward to each viewer in the identified group of viewers.

2. The method of claim 1, wherein the solicited email response requests information derived from the television commercial.

3. The method of claim 1, wherein the reward notice comprises an icon.

4. The method of claim 1, further comprising displaying the reward notice at a time closer to the beginning of the program than to the end of the program.

5. The method of claim 1, wherein the reward notice comprises the email solicitation, and wherein the email solicitation comprises a query prompting the viewers for information concerning the program.

6. The method of claim 1, wherein the reward comprises points toward a prize.

7. The method of claim 6, wherein the points are frequent-flier miles.

8. In a broadcasting network that includes a broadcast signal source configured to broadcast television programming and one or more television receivers that are configured to display the television programming to one or more viewers, a method for offering reward incentives for the one or more viewers to watch the television programming, the method comprising:

broadcasting a program;

repeatedly broadcasting, with the program, reward notice triggers corresponding to a reward notice that is displayed with the program and that identifies the program as content for which a viewer will be rewarded for monitoring the content, wherein each reward notice trigger includes a time stamp that can be used to determine a time in which the reward notice is selected by the viewer;

upon the viewer selecting the reward notice, determining the time in which the viewer selected the reward notice based upon the time stamp of the reward notice trigger that was being broadcast during the selection of the reward notice; and

determining that the viewer monitored the program based upon the time in which the viewer selected the reward notice.

9. A method as recited in claim 8, further comprising an act of determining that the time in which the reward notice was selected falls within a predetermined period of time during which the user will be rewarded for monitoring the program content.

10. The method of claim 9, further comprising rewarding the viewer for monitoring the program.

11. A method as recited in claim 8, wherein the program comprises a commercial.

12. The method of claim 8, wherein the reward notice comprises an icon.

13. The method of claim 8, further comprising displaying the reward notice at a time closer to the beginning of the program than to the end of the program.

14. The method of claim 8, wherein the reward notice comprises a query prompting the viewers for information concerning the program.

15. The method or claim 8, wherein the reward comprises points toward a prize.

16. The method of claim 15, wherein the points are frequent-flier miles.

17. The method of claim 8, wherein at least one of the reward notices comprises a broadcast trigger having an expiration attribute.

18. A computer program product for use in a broadcasting network that includes a broadcast signal source configured to broadcast television programming to one or more television receivers that are configured to display the television programming to one or more viewers, the computer program product comprising one or more computer-readable media having computer-executable instructions for implementing a method for offering reward incentives for the one or more viewers to watch the television programming, the method comprising:

broadcasting a television program to one or more television viewers via one or more television receivers;

using a reward notice to alert the one or more viewers of a possibility of receiving a reward for viewing at least a portion of the program, the reward notice being associated with reward notice triggers having time stamps that are repeatedly transmitted with the broadcast of the program and that can be used to determine a time in which the one or more viewers tune into the program and select the reward notice;

soliciting an email response from the one or more viewers;

identifying a group of the one or more viewers who viewed the program and that will be rewarded for viewing the program, wherein a determination that the one or more viewers in the identified group viewed the program is at least partially based upon whether the one or more viewers submitted the solicited email response; and

providing a reward to each viewer in the identified group of viewers.

19. The computer program product of claim 18, wherein the reward notice comprises an icon.

20. The computer program product of claim 18, wherein the method further comprises displaying the reward notice at a time closer to the beginning of the program than to the end of the program.

21. The computer program product of claim 18, wherein the reward notice comprises the email solicitation, and wherein the email solicitation comprises a query prompting the viewers for information concerning the program.

22. The computer program product of claim 18, wherein the reward comprises points toward a prize.

23. The computer program product of claim 22, wherein the points are frequent-flier miles.

24. A computer program product for use in a broadcasting network that includes a broadcast signal source configured

to broadcast television programming and one or more television receivers that are configured to display the television programming to one or more viewers, the computer program product comprising one or more computer-readable media having computer-executable instructions for implementing a method for offering reward incentives for the one or more viewers to watch the television programming, the method comprising:

broadcasting a program;

repeatedly broadcasting, with the program, reward notice triggers corresponding to a reward notice that is displayed with the program and that identifies the program as content for which a viewer will be rewarded for monitoring the content, wherein each reward notice trigger includes a time stamp that can be used to determine a time in which the reward notice is selected by the viewer;

upon the viewer selecting the reward notice, determining the time in which the viewer selected the reward notice based upon the time stamp of the reward notice trigger that was being broadcast during the selection of the reward notice; and

determining that the viewer monitored the program based upon the time in which the viewer selected the reward notice.

25. A computer program product as recited in claim 24, wherein the method further comprises an act of determining that the time in which the reward notice was selected falls within a predetermined period of time during which the user will be rewarded for monitoring the program content.

26. A computer program product as recited in claim 25, wherein the method further comprises rewarding the viewer for monitoring the program.

27. A computer program product as recited in claim 24, wherein the program comprises a commercial.

28. A computer program product as recited in claim 23, wherein the reward notice comprises an icon.

29. A computer program product as recited in claim 23, further comprising displaying the reward notice at a time closer to the beginning of the program than to the end of the program.

30. A computer program product as recited in claim 23, wherein the reward notice comprises a query prompting the viewers for information concerning the program.

31. A computer program product as recited in claim 23, wherein the reward comprises points toward a prize.

32. A computer program product as recited in claim 30, wherein the points are frequent-flier miles.

33. A computer program product as recited in claim 23, wherein at least one of the reward notice triggers comprises an expiration attribute.

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